

Raise your Sword! Become a Legend!

The Abyss Awaits!

Brandissez votre épée! Devenez une légende! L'abyss vous attend!



FROM THE ABYSS

© 2008 Sonic Powered Co., Ltd. Licensed to and published by Aksys Games. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

EmuMovies

ESRB CONTENT RATING
CLASSIFIÉ PAR L'ESRB

www.esrb.org

NINTENDO DS

Sonic Powered.
www.sonicpowered.co.jp/

AKSYS
GAMES

Aksys Games
365 Van Ness Way
Suite #510
Torrance, CA 90501
PRINTED IN USA
IMPRIMÉ AUX ETATS-UNIS

NINTENDO DS™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

AKSYS
GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

Table of Contents

<i>Story Introductions.....</i>	02
<i>Game Controls.....</i>	03
<i>Controls (Room / Location).....</i>	04
<i>Controls (Holding, Items & Corridors).....</i>	06

How to Start the Game

Make sure the Nintendo DS is turned off, then insert the "Theresia" cartridge into the Game Card slot until you hear a click.

When you turn on your Nintendo DS, you will see the following warning screen regarding the use of the Touch Screen. Tap it after thoroughly understanding the material.

Please tap the "Theresia" icon once your Nintendo DS boots up. The game will start. **If you set up your Nintendo DS to boot up automatically, you can skip this step. For details, please refer to your Nintendo DS instruction manual.

For further instructions, please refer to page 3.

Story Introductions

"Dear Emile"

A drop of cold water falls onto my lips, rousing me from my slumber. I was dreaming... Dreaming about a silver-haired woman and a small child...

...But I am all alone.

There is no one here; no sounds apart from my breathing and dripping water. What's going on? I keep seeing this image... A woman with cold eyes and crimson lips... The silver-haired woman from my dream, drenched in blood.

I can't remember anything else...

The girl begins to wander the corridors, trying to uncover her past, and escape from this terrifying facility.

"Dear Martel"

He awakes from a dream to find himself lying in the cold and the dark. He does not know why he is there, or why he was sleeping, or...anything.

He has lost his memory.

The building he finds himself in is ancient, its wood and mortar on the verge of collapse. He sets himself to the task of escape, but it is a difficult one, and he finds himself many times only narrowly avoiding Death's cold embrace.

But he knows he must solve the mystery of the building he finds himself in, and, in doing so, solve the mystery of his own past.

Note: "Dear Martel" will only be available to play after you have completed "Dear Emile".

Game Controls

L Button

In a Room/Location:

Scrolls your view to the left.

While holding an item:

Turns item to the left.

Note: The options are only available in certain situations.

+ Control Pad

In a Room/Location:

Select and move items, use Hand, Eye commands.

Move items up/down/left/right.

In a Corridor:

Move the character.

You can scroll through previously displayed text by pressing "Up" on the +Control Pad.



R Button

In a Room/Location:

Scrolls your view to the right.

While holding an item:

Turns item to the right.

Note: The options are only available in certain situations.

A Button

Confirm action, advance text.

B Button

Cancel, exit Hand/Eye command mode, Open "Move" menu (While in Room/Location)

X Button

Use the Eye command.

START

Save/load, return to title.

Y Button

Use the Hand command, activate Action Icons

Connect your headphones to the audio jack for a more immersive game experience.

Controls (Room / Location)

1. Menu Icon

This will take you to the "Pause Menu" screen.

2. Life Gauge

Displays the player's remaining life. When the red bar disappears, the game is over.

3. Body Icon

Tap on this icon or drag items onto it to use or equip items.

4. Item Combination Box

When you need to combine items, drag them, one at a time, to this box.

5. Hand Command

Touching the hand icon activates the Hand command. The Hand allows you to pick up certain items, as well as hold, move, or spin certain objects.



6. Eye Command

Touching the eye icon activates the Eye command. The Eye allows you to examine your surroundings and zoom in on certain areas.

7. Return

Tap this icon to bring up an actions menu.

8. Inventory Scroll Buttons

When you have too many items to be displayed on one page, these buttons allow you to scroll through your item list.

9. Inventory

Any items you obtain will be placed here.

Controls (Room / Location)

Map

The map is displayed on the top screen. Your current location is displayed on the map as a small red icon. If you flip a switch that causes something to change somewhere else, that other location will be marked with a blue dot. Also, activating the "map" item will move the map to the Touch Screen. In this mode, you can examine areas you have already visited, which are marked with red dots.

Scroll Command

When you see the "L" or "R" icons in the upper corners of the screen, that means you can scroll the screen to the left or right.

Pause Menu

This pauses your game and allows you to save your game, load a game, or return to the title screen.

Save

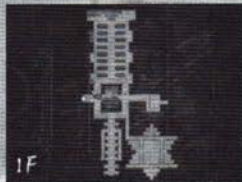
This will take you to the save menu, where you can save your data in one of three slots. When you create a save, the area where you saved and your play time will be recorded.

Load

This will allow you to load a previous save.

Title

Return to the title menu.



Controls (Holding, Items & Corridors)

Holding

Using the Hand command on certain items will activate a hold, which will allow you to move or turn the item you are holding. Moving a book to flip a switch or turning a knob to activate a faucet are examples of holding.

Items

When you touch an item in your inventory, a description will appear on the top screen. If you want to hide the description, tap the same item again. When you tap an item, the areas you can use it (Location, Body, Item Combination box, etc...) will be highlighted.

Using an item on the player:

Some items can be consumed by the player. Tap the item, then tap the Body icon.

Using an item:

Tap the item, then tap the area on the screen where you wish to use the item.

Combining items:

Place the two items you want to combine in the "Item Combination Box" on the bottom of the screen. If they can be combined, a new item will appear in your inventory after you put both items in the Item Combination Box.

Controlling your character in corridors

You can use the +Control Pad to move forward and backward, and to turn left or right. The four arrows on screen can be tapped with your stylus to move in the same directions. You can also move sideways by pressing the L and R Buttons.

Action Icons:

While traversing the corridors of Theresia, you will encounter Action Icons. Touching these icons allows you to examine obstacles, locations, or features, and enter rooms, open doors, and climb stairs. You can select Action Icons with the Y Button and confirm that selection with the A Button.

Menu Icon

Transfers you to the Pause Menu.

Map

The map is displayed on the top screen. A small red icon shows your current location.



Limited Warranty

Aksys Games make no warranties, conditions or representations expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is" and was correct at the time of going to press. Aksys Games makes certain limited warranties with respect to the software and the media for the software. In no event shall Aksys Games be liable for any special, indirect or consequential loss or damages or any loss or damage caused by or suffered by reason of any loss or corruption of data arising in the use or inability to use the software. Aksys Games warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free of defects in materials and workmanship for 90 days from the date of purchase. During this time period, faulty materials will be exchanged if the original product is returned to the place of purchase, together with a dated receipt of purchase or a copy thereof. This warranty is in addition to, and does not affect your statutory rights. This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage, corruption or excessive wear.

CUSTOMER SUPPORT

If you are experiencing problems or technical difficulties with this game please contact us at (310) 212-6339 or email us at support@aksysgames.com, or visit us at our website, www.aksysgames.com. Our phone lines are open from 10:00am to 4:30pm PST, Monday through Friday and a 24 hour answering machine is in operation should you wish to record a message outside these hours. Calls within the USA will be charged at local rates and calls from International countries will be charged at international rates.

If an Aksys Games Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Record this number prominently on the outside packaging of your defective game merchandise, enclose your name, address, email and phone number along with the game itself, together with your sales receipt and UPC code within the 90-day warranty period to:

Aksys Games
365 Van Ness Way
Suite #510
Torrance, CA 90501

This warranty shall not apply if the gaming merchandise has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other caused unrelated to defective materials or workmanship.